



# Literacy from Scratch – Essential Skills Guide

## Moving a Character from left to right

This forces a sprite to start from the same position each time the story starts. The sprite begins from the co-ordinates entered.

The **wait** command causes the sprite to delay slightly when moving to give the impression that the character is walking.

x: -311 y: 250

## Get a Sprite to glide to a position

A sprite can **glide** from its initial position to another co-ordinate

x: -334 y: -81



## Making Sprites appear and disappear

As soon as the Green Flag is pressed the sprite will **hide** and will remain hidden for as long as the wait command specifies. The **show** command will then make it appear.

## Changing Backgrounds

As soon as the Green Flag is clicked the first **background** must be assigned

After 1 second the **background** will change to the new specified **background**.

The stage must first be clicked on to ensure the script is assigned to the stage



## Adding Speech and Thought

The screenshot shows the Scratch software interface. The top menu bar includes 'Edit', 'Share', and 'Help'. The main workspace displays a character named 'Sprite2' on a dirt path in a mountainous landscape. A speech bubble above the character says 'Should I turn back?'. The script area on the left contains the following code:

```
when green flag clicked  
say This looks dangerous for 2 secs  
think Should I turn back? for 2 secs
```

A text box below the script explains: 'The sprite will say "This looks dangerous" for 2 seconds and then will think whether he should turn back for 2 seconds.'

The bottom of the interface shows a 'New sprite:' section with a 'Stage' thumbnail and a 'Sprite2' thumbnail.